

By Liam Gallagher 18/12/2010 – www.shatteredsea.com

Shotgun Diaries Setting

Changes to game mechanics:

Each 10 minutes of real time equals 4 hours.

Background: It's the year 2010 and as prophesized in the Bad Religion song, 10 in 2010, the human population, having reached 10 billion, caused the worlds food supplies to collapse. The resulting flash famine created a spawning pool for viruses and illnesses and from the ashes of humanity rose the Zombie plague, an incurable disease that obliterates the host's mental faculties, causes them to be sensitive to nearly all forms of radiation, and generates in them an insatiable hunger for flesh. Within the year human society crumbled and nations diminished into city-states taking the form of sanctuaries in the deep wilderness. Anyone who had the misfortune of living in an urban environment has either met or seen their fate.

Zombie facts:

- The direct cause of zombaticness is unknown but it is believed to be the result of very poor living conditions and derived from a combination of several infections. As such people who sleep well, eat healthy and exercise often have managed to resist infection unless having come in direct contact with the zombies.
- Zombies are susceptible to all forms of radiation, the higher the frequency the more effective, ranging from the slight annoyance of visible light to the disintegrating effects of gamma radiation.
- Zombies are dilapidated, slow, unorganized and possess a vice like grip requiring anyone trying to escape to break the hand or arm entirely.
- Due to the over population that caused the apocalypse, zombies number in the billions, while survivors only in the millions.
- To be defeated Zombies must be disassembled forcefully.

The setting: you are all survivors living in Toronto, Canada, in the year 2010. You have held out against the zombie apocalypse for 3 months but it seems as though things are finally coming to a close for you. The government of New Lower Canada is send a rescue vessel through the great lakes to comb for survivors and they have received your distress call. The ship will arrive in 7 days at dawn and will not be docking. It's do or die time now.

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